ABSTRACT

Media processing methods, systems and application program interfaces (APIs) in which a destination component, also referred to as a destination, provides an application with a simple and unified way of rendering, archiving, broadcasting (or other types of media output processing) media from an origin to a target of choice, without requiring the application to have intimate knowledge about underlying components, their connectivity and management. For example, applications can use a destination to help manage the rendering or archiving (or other processing) of the particular media.